

# Read Me First

## If You are Upgrading from a Previous Release . . .

Welcome to version 4.1. As you've probably noticed by now, we've changed our product name and look. Those aren't the only changes we've made. We've added a development environment that combines the best features of an advanced editor with an interface to Meridian's Ada compiler system.

We've also made some changes to the documentation. We've added information and restructured the manual set to group information by use and experience level. For example all the information needed to get you up and running is contained in the *Getting Started* manual. The information needed to use the new environment is contained in the *Meridian ACE User's Guide*. A complete list of manuals and their contents is contained in the *Getting Started* manual.

This release of Meridian Ada version 4.1 is in general, incompatible with previous releases. It is recommended that you build a new program library with the version 4.1 tools and recompile units into this new library. You should also refrain from creating links between version 4.1 libraries and libraries from previous releases.

You should not use the 4.1 compiler or its libraries with the following products:

- AdaStudent v3.0
- AdaGraduate v3.0
- SCM v4.0
- RTCL v4.0

## Your Package

The diskettes contain the following components:

- Meridian Ada Compiler Environment (Meridian ACE)
- The Meridian Ada Compiler
- The Meridian Ada Debugger
- The Meridian Ada Utility Library
- The DOS Environment Library
- Program Optimizer
- Booch Component Sampler
- Math Library source
- Graphics Library source

**Important:** The *Meridian Ada Compiler User's Guide* describes the full compilation system. Items identified as Groupware or Extended Mode Features are not included in this version of the software.

## Documentation

- *Getting Started*
- *Meridian ACE User's Guide*
- *Meridian Ada Compiler User's Guide*
- *DOS Environment Library User's Guide*

- Booch Teaserware Release Notes
- Math Library documentation
- Graphic Library documentation

### **Registration Card**

Please fill out your registration card and return it to Meridian Software Systems. Registering your copy of the software ensures that you will receive updates, the newsletter, and information about new releases. Before you send in your Registration Card, please record your registration number in the space provided in the Customer Support and Service section of the *Getting Started* manual.

## **To Install, Set Up, and Start**

The *Getting Started* manual contains all the information you need to install the software.

## **To Use the Environment/Editor**

The *Meridian ACE User's Guide* contains all the information you'll need to use the environment. The *User's Guide* contains several tutorials that demonstrate some of the more common tasks you'll perform. The reference section of the manual describes each menu and its use.

## **To Use the Compiler**

The *Meridian Ada Compiler User's Guide* contains all the information needed to use the Meridian Ada compiler. The manual is divided into two parts: Part I contains all the information you'll need to get started using the compiler. Part II contains all Meridian Ada compiler commands, listed in alphabetic order. Each command is listed along with its format, options if any, and examples where possible.

## **To Use the Debugger**

The "Using the Debugger" chapter of the *Meridian Ada Compiler User's Guide* contains the information needed to use the debugger. This chapter contains a tutorial, general use information, and a reference section that documents each debugger command.

## **To Use the Utility Library Packages**

The "Using the Utility Library Packages" chapter of the *Meridian Ada Compiler User's Guide* lists each package along with its specification, summary of usage, and details of the package.

## **Getting Help**

Getting help while within ACE is as simple as pressing Alt-H. The Help function is context sensitive and presents information relative to the menu/menu selection on which you are currently located. To quit and leave a help screen press the ESC key.